



ENCRYPTO

28 October 2011

Presentation Outline:

I. Introduction

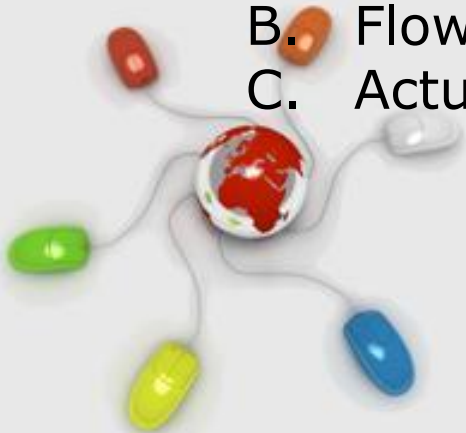
- A. Definition of Encryption
- B. Reasons for Encrypting
- C. History
- D. Users

II. Project Features

- A. Public Key Cryptography
- B. Socket Programming
- C. Threading

III. Project Demonstration

- A. Commands
- B. Flow Chart
- C. Actual Demonstration



Introduction



Definition of Encryption:

To alter information using a code or mathematical algorithm so as to be unintelligible to unauthorized readers. (American Heritage Dictionary)



Reasons for Encrypting:

1. Privacy
2. Security



History of Encryption:

Early Devices for Encryption



Hieroglyphics



Scytale



Enigma Machine



Users of Encryption:

1. *Government*
2. *Bad Guys*
3. ** Everyone*



Features



Project Features:

1. Use of Private Key
2. Socket Programming
3. Threading



Public Key Cryptography:

Definition: Key

- A sequence of symbols that controls the operation of a cryptographic transformation
- It is normally a string of bits used by a cryptographic algorithm to transform plain text into cipher text or vice versa.
- The key should be the only part of the algorithm that it is necessary to keep secret.



Socket Programming:



Project Demo



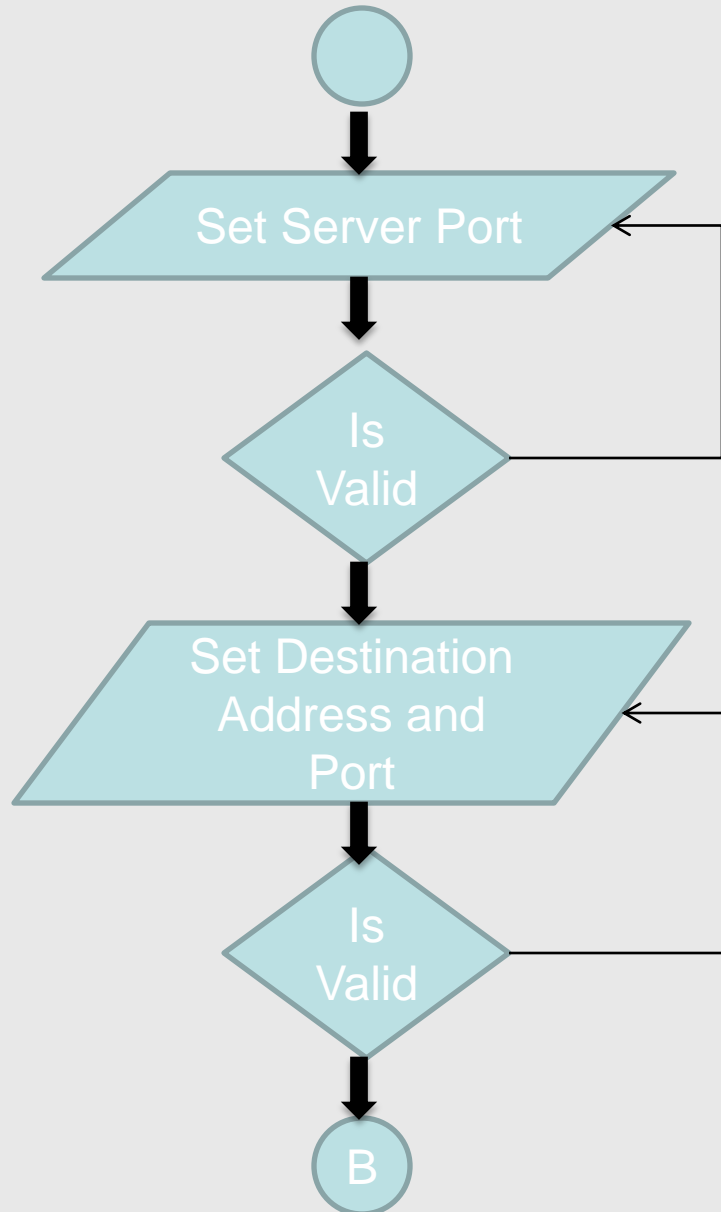
Commands:

Syntax

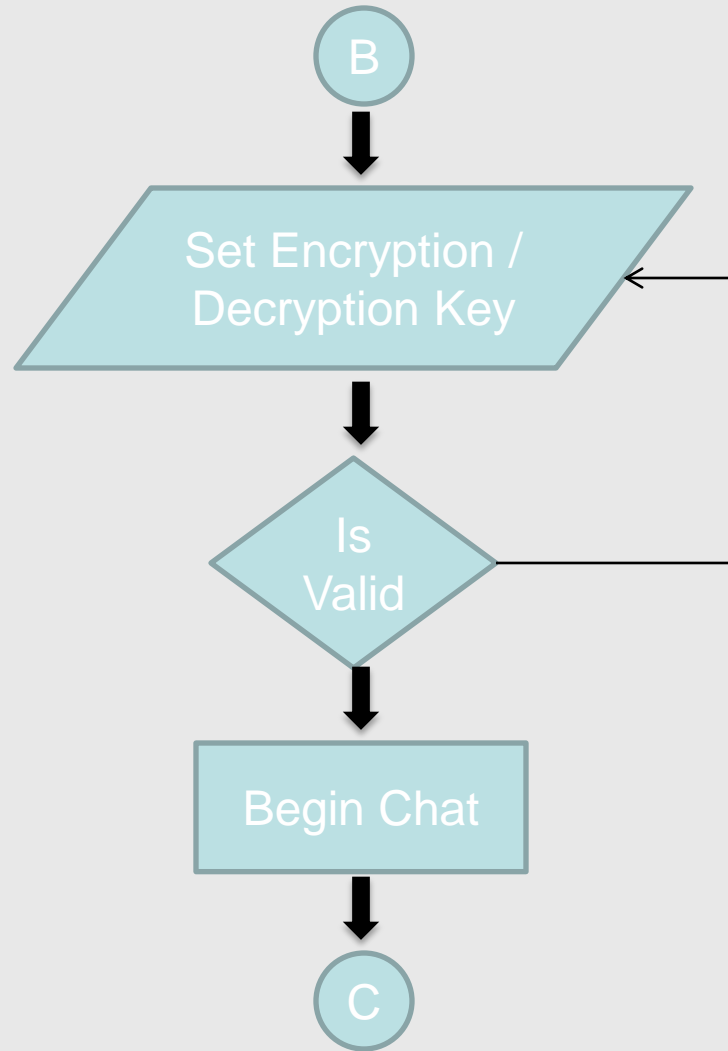
1. Set server port
 - `[[openport <port number>`
2. Set destination address and port
 - `[[connect <port number><IP>`
3. Set encryption/ decryption key
 - `[[setkey <keystring>`



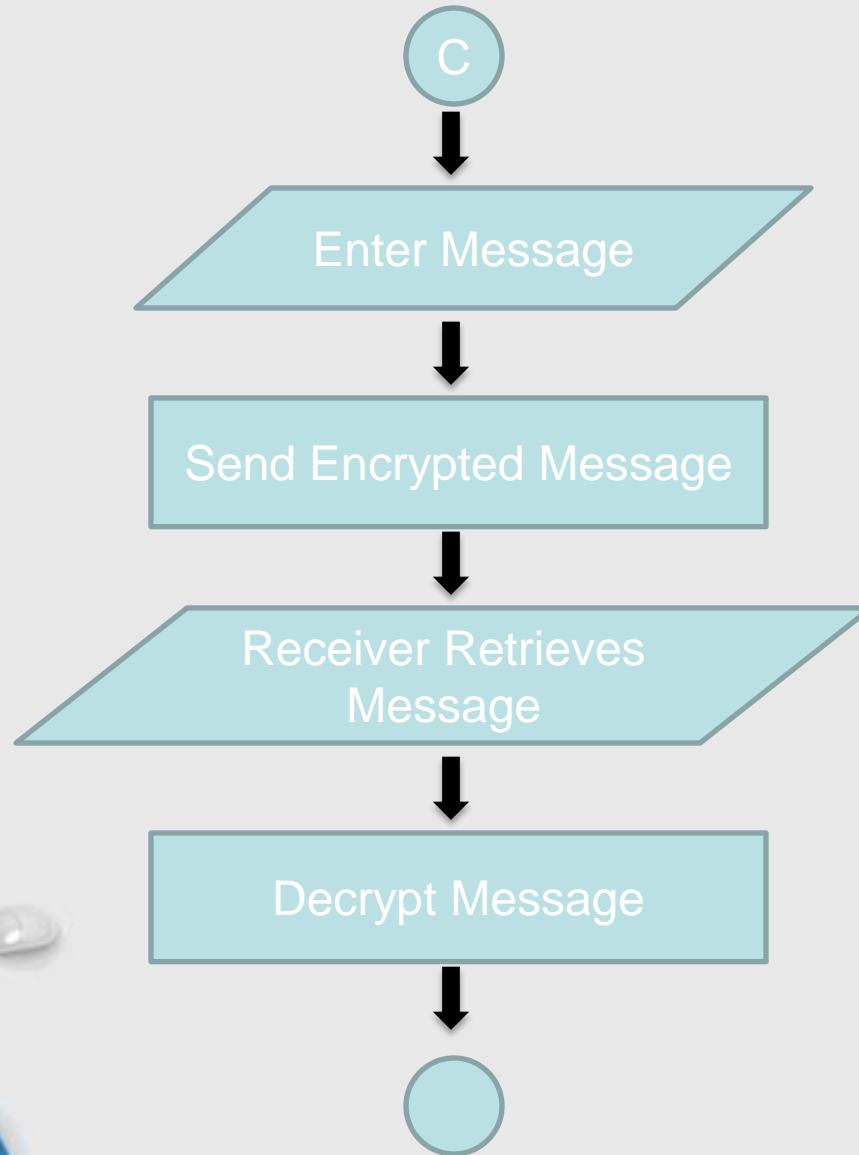
Flow Chart:



Flow Chart:



Flow Chart:



The End

